CS 1632 – DELIVERABLE 2: Unit Testing Ruby Rush

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<https://github.com/mas682/D2>

During this deliverable, I faced a lot of issues early on in testing as I tried to do my project as soon as possible. Writing the program itself was not that hard but I originally tried to make it with just 2 classes and not enough methods. As I went on to test, I noticed that my methods needed to be broken down even further so that they would be easier to test, but this was not enough. I then had to break my classes down into a few additional classes so that I could use stubbing in the methods so that I was only testing the method itself and not other classes. Figuring out which methods to break up and which classes to make was somewhat challenging as I ran into more and more issues as I went on. Also, since I started early and did not really know how to test, I just wrote the program to begin without any testing. It would have made it much simpler if I had thought to write the tests while writing the program. I also did not know how to test too much at the start, so my tests did not include stubbing at all from the beginning which made my methods even harder to test. I also think I may have over tested some because I think I have around 80 test cases. I did not notice how many tests I had until it was already too late so I figured I may as well leave them in there. They did not hurt testing and added additional code coverage, but I could have maybe avoided some of the work.

